

MY LITTLE PONY

FESTIVAL OF LANTERNS

Rulebook





Ages
74+



Players
1-4

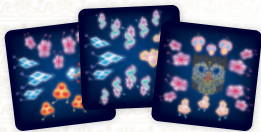


Minutes
30

Join Twilight Sparkle and her friends as they visit Mistmane's Eastern Village, where they will celebrate all of their accomplishments in restoring Equestria to its peaceful ways by releasing Cutie Mark lanterns. As the glowing lanterns rise up to form patterns in the sky, they all can feel the magic of friendship abound!

— COMPONENTS —

35 Night Tiles
(Sky and Firework)



56 Lantern Cards



1 Start Player Marker



40 Dedication Tiles



4 Reference Cards



28 Mooncake Tokens



USED IN GALA INSPANSION (page 12)



4 Celestia
Tokens



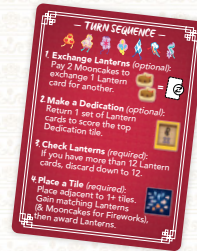
16 Friend
Cards



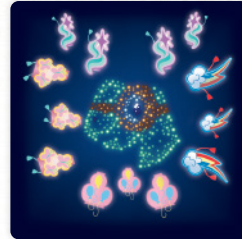
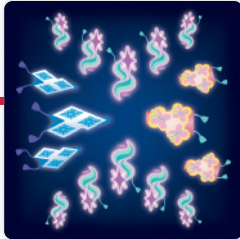
5 Trixie
Lantern Cards

— SETTING UP THE GAME —

1. Give each player a reference card, with this side showing:
2. Out of all the Night tiles, randomly pick 1 Sky tile to be the starting tile. Place it face-down in the middle of play and spin it so it points in a random direction, then flip it over.



Sky tile



Fireworks tile,
featuring
a portrait
of a pet

There are 2 types of Night tiles: Sky tiles and Fireworks tiles.

You may need to adjust the position of this tile: Make sure each player is clearly facing a different side of this tile.

3. Place the rest of the tiles face down and mix them well, then create a draw stack using the tiles for the number of players shown below:
 - 4 players: 32 tiles
 - 3 players: 30 tiles
 - 2 players: 28 tiles
 - 1 player: See page 13

Return the leftover tiles to the box.

Deal 3 tiles from this stack to each player. Keep your tiles secret from the other players until you play them.

Then, flip over the top tile from the stack and place it beside the stack, face up.

- Create the Supply by separating the Lantern cards by type into 7 stacks. Keep a number of cards in each stack based on the number of players:
 - 4 players: 8 cards
 - 3 players: 6 cards
 - 2 players: 5 cards

Return any leftover cards to the box.



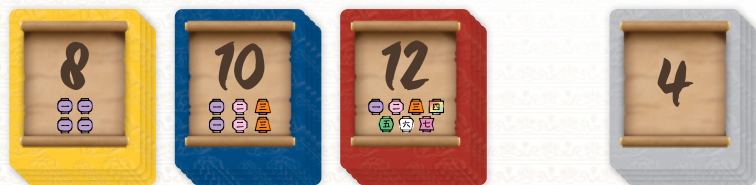
- Each player now takes 1 Lantern card from the Supply that matches the side of the starting tile they are facing.

Your Lantern cards are kept in front of you, placed next to the matching Lanterns on your reference card. They must always remain visible for everyone to see.

- Give each player 1 Mooncake token, then place the rest in the Supply next to the Lantern cards.



- Separate the Dedication tiles into 3 stacks by type. Each stack will include a number of tiles based on the number of players as listed below. Sort each stack in order of **descending** point values (with the highest value on top).
 - 4 players: All tiles are used
 - 3 players: Remove all tiles with 4 Pony symbols
 - 2 players: Remove all tiles with 3 or 4 Pony symbols



Place the generic Dedication tiles to the side of the others. Return any leftover tiles to the box.



8. Spin the Start Player marker in place; whomever Spike points the Dragon's flame at will be the starting player and takes the marker. They will take the first turn, then play proceeds clockwise.



Note: Some groups prefer to place the Start Player marker on the starting tile, and move it onto each newly placed tile as a reminder when distributing cards—we'll let you decide!

— PLAYING THE GAME —

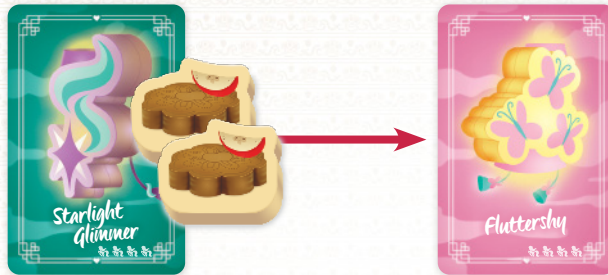
The players take turns going clockwise. During their turn, the player may perform each of these actions **once per turn** in this order:

1. **Exchange Lanterns** (*optional*)
2. **Make a Dedication** (*optional*)
3. **Count Lanterns** (*required*) Check if you're over 12 Lanterns: If you're over, you **must** discard down to 12 before you take your last action.
4. **Place a Tile** (*required*)

Players do not start the game with enough Mooncake tokens or Lantern cards to perform the two optional actions, and they won't have to check the number of Lanterns they have for a few turns of play. So, the starting player will perform only the fourth (required) action on their first turn.

1. Exchange Lanterns

First, once per turn, the active player **may** ask their friend Twilight Sparkle for help by spending 2 Mooncake tokens to exchange 1 of their Lantern cards for a different Lantern card from the Supply.



2. Make a Dedication

Next, the active player **may** make **1 Dedication** using their Lantern cards. They must turn in a set of Lantern cards matching the Dedication they wish to make, returning them to the appropriate Supply stacks. (Any player close to the Supply should help out with returning the cards—that's what friends do!) They then claim the **top** tile from that stack of Dedication tiles and place it in front of them. *The number on the Dedication tile is the points the player earns for that Dedication.*



There are 3 types of Dedications, corresponding to the 3 stacks:
(Yellow) Four of a Kind: 4 cards, all with the same Lantern
(Blue) Three Pair: 6 cards, 2 each of any 3 **different** Lanterns
(Red) Seven Unique: 7 cards, 1 of every Lantern

If a Dedication stack runs out, players can still earn 4 points for making a Dedication of that type by taking 1 of the generic Dedication tiles. If the generic Dedications run out also, players cannot score for any Dedication type(s) that have run out for the rest of the game.

3. Count Lanterns

If the player has **more than 12 Lanterns**, they **must** discard down to 12 before they perform the last action.

4. Place a Tile

Finally, the active player **must** place **1 Night tile from their hand** face up into the tile display in the middle of the table. **At least one side** of the tile must touch a tile that is already in the display. The sides that touch do not have to match, but if they do match, the player will receive a bonus!

After placing the tile, the player hands out Lantern cards and other bonuses in the following order:

A) Lantern Matching Bonus (for the active player)

If a Lantern symbol on any side of the newly placed tile matches the Lantern symbol on an adjacent tile, the active player receives 1 bonus Lantern card of that type from the Supply.

In addition, if either of the matching tiles (including the newly placed tile) are Fireworks tiles, the active player receives 1 Mooncake token for **each** Fireworks tile in the Lantern match.



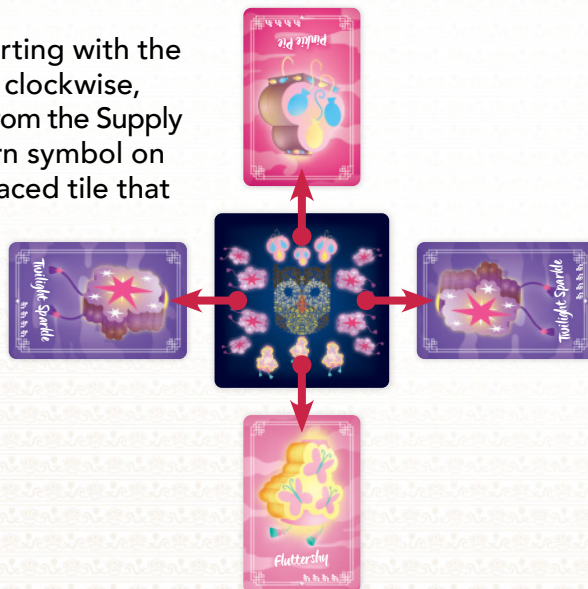
It is possible for the newly placed tile to create Lantern matches with multiple adjacent tiles, providing multiple Lantern cards and/or Mooncake tokens to the active player.

Example: These 2 Firework tiles have matching Twilight Sparkle sides, so the active player gains 1 Twilight Sparkle Lantern and 2 Mooncakes.



B) Orientation Bonus (for all players)

Finally, every player, starting with the active player and going clockwise, receives 1 Lantern card from the Supply that matches the Lantern symbol on the side of the newly placed tile that they are facing.



The active player then refills their hand of tiles. They can either draw the top tile from the stack or the face-up tile beside it. If they take the face-up tile, reveal the next tile from the top of the stack to replace it immediately.

Important Note: If a stack for a particular Lantern runs out, that Lantern is temporarily unavailable. Players can only receive that type of Lantern card again once they are returned to the Supply. Simply ignore those Lanterns when distributing Lantern cards.

Turn Example: It's Princess Celestia's turn, and she has 13 Lanterns and 3 Mooncake tokens at the start of her turn.



Step 1—Exchange Lanterns: Princess Celestia chooses to spend 2 Mooncake tokens to exchange a Twilight Sparkle Lantern card for a Rarity Lantern card.



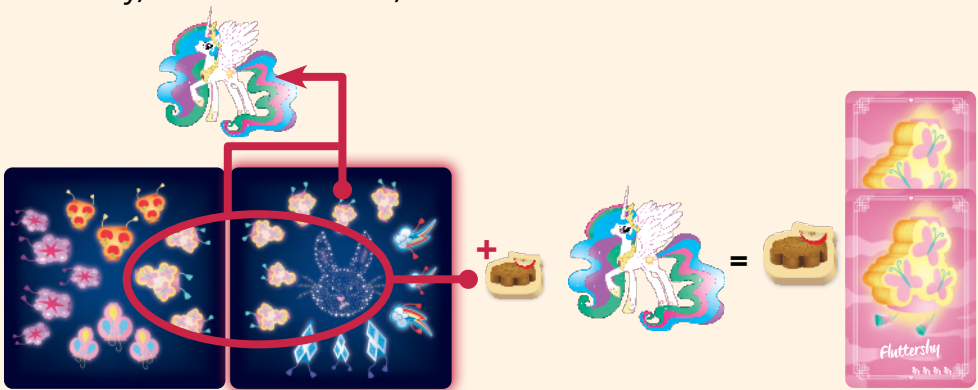
Step 2—Make a Dedication: Next, she makes a “7 Unique” Dedication by returning 1 of each type of Lantern card to the supply.



Step 3—Count Lanterns: After making her Dedication, she is now under the limit of 12 Lanterns so she won't have to discard any!

Step 4—Place a Tile: Finally, she places a tile from her hooves adjacent to an existing tile on the table. She receives 1 Fluttershy Lantern card because the Fireworks tile she just placed matches the adjacent tile on the Fluttershy side. She also receives 1 Mooncake because her match involves her Fireworks tile that features Angel.

Then, every player receives a Lantern card: Princess Celestia receives 1 Fluttershy Lantern card because the side of the tile she is facing has a Fluttershy Lantern. The other players each receive a Lantern card corresponding to the side they are facing: Rarity, Rainbow Dash, and Fluttershy, in clockwise order, from Princess Celestia.



Finally, she ends her turn by drawing the revealed tile and replacing it from the stack.

— END OF THE GAME —

The players continue to take turns placing and drawing Night tiles until **all** the tiles have been drawn. Then they continue taking turns as normal, except they no longer draw any tiles. After the last player has placed the last tile from their hand, each player takes **one final turn** in which they may perform the two optional actions—Exchange Lanterns and Make a Dedication—as normal.

The players now add up the points they earned from their Dedications. The Player with the most points wins the game! In the case of a tie, the one with the most Mooncake tokens wins. If it is still a tie, the tied player with the most Lantern cards remaining wins. In a further tie, the tied players enjoy their shared victory.

— GAMEPLAY EXAMPLES —

1. In a 3-Player game, Shining Armor places his Sky tile next to an existing Angel Fireworks tile.

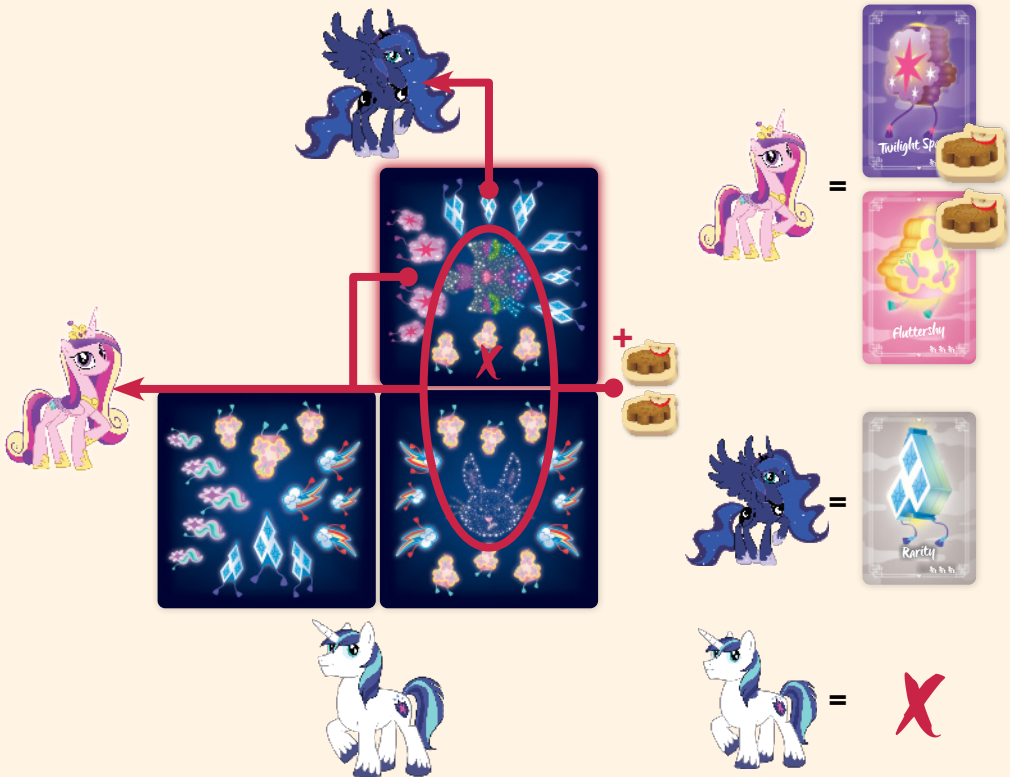
He first gains 1 Mooncake for matching an adjacent Fireworks tile, then he gains 2 Lanterns: Rainbow Dash, for the match, and Rarity, for the side of his tile that faces him.

Going clockwise, Princess Cadance, to his left, gains 1 Starlight Glimmer Lantern, and Princess Luna, across from him, gains 1 Fluttershy Lantern.



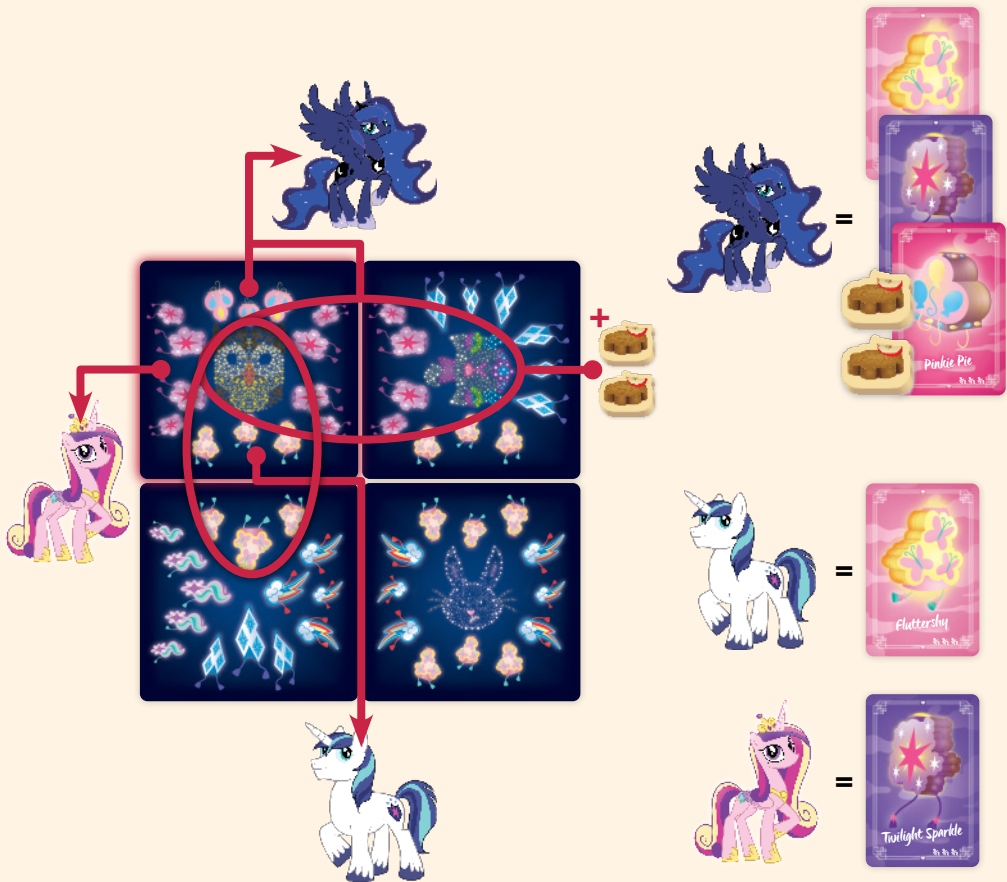
2. It's now Princess Cadance's turn. She places an Opalescence Fireworks tile next to the Angel one, so she gains 2 Mooncakes (1 for each Fireworks tile in the match). She also gains 1 Twilight Sparkle Lantern for the side facing her, and 1 Fluttershy Lantern for the match. It so happens that this is the last Fluttershy Lantern in the supply!

Princess Luna gains a Rarity Lantern, but Shining Armor gains nothing, as the Fluttershy Lantern is ignored. Tough love, Prince!



3. After making a dedication featuring multiple Fluttershy Lanterns, Princess Luna now places a tile to fill in the empty space to make a double match! She'll gain 2 Mooncakes for matching the 2 Fireworks tiles. She does **not** gain an extra one for the match with the Sky tile, nor one for the Angel Fireworks tile as diagonals don't count. She'll gain 1 Fluttershy for the match with the Night tile, 1 Twilight Sparkle for the match with the Opalescence tile, and 1 Pinkie Pie for the side of the tile facing her.

Shining Armor gains 1 Fluttershy Lantern, and Princess Cadance gains 1 Twilight Sparkle Lantern.

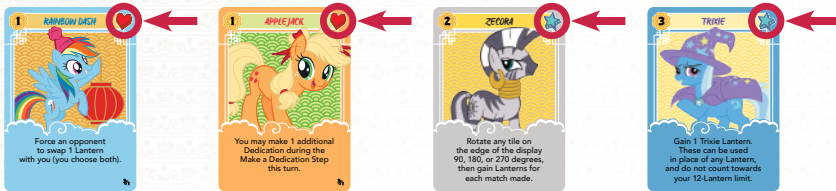


— GALA INSPANSION —

Once you are familiar with the game, you can invite some of Equestria's most iconic of friends to help you make it a REAL party! Use the reference card with this side showing:



During Set-up, you may use **up to 4** friend cards for all players to “Befriend”. Note that if you do, the ability to exchange Lanterns conventionally could be replaced with something entirely different!



You may include any 4 Friend cards you'd like, as long as you include at least 1 of the Friends marked with a ♥ icon. You can collectively decide on which ones to use, pick them randomly, or even group them, like pairing Rarity with Sweetie Belle!

The Friends marked with a ★ icon have more involved abilities and extra components—befriend them at your own fortunes!

If you play with Friend cards, the sequence of actions on a turn are now as follows:

1. **“Befriend” a Friend card*** (optional): You may pay Mooncakes to use 1 Friend card's ability, paying their cost listed on the upper left of each card. The ability is in effect and can be used at any point during your turn so long as you're the active player.
2. **Make a Dedication** (optional): As normal.
3. **Count Lanterns** (required): Check if you're over 12 Lanterns. If you're over, you **must** discard down to 12 before you take your last action.
4. **Place a Tile** (required): As normal.

*Befriending a Friend card replaces the Exchange Lanterns Step from the normal game, so you can only make that exchange if Twilight Sparkle is one of the Friend cards in play.

SOLO MODE

— MOON DANCER'S CHALLENGE —

For all the celebration of the girls' accomplishments, there's one pony that still feels left out of the celebrations, and that's Moon Dancer. She issues a challenge to Twilight Sparkle herself, to release her from her furrowing frustrations. Can you help Twilight reach Moon Dancer's true feelings and help her find the power of friendship?



The levels of difficulty for solo play are as follows:

Level 1: Friend, Start with 1 Fireworks tile in hand

Level 2: Mentor, Start with 2 Fireworks tiles


Level 3: Princess, Start with 3 Fireworks tiles

It is recommended to start at Level 1, then advance if you're able to win.

— SETTING UP THE GAME —

1. Use the reference card with this side showing:
2. Set up the Dedication tiles and supply as you would in a 2-player game.
3. Pick a Sky tile to place in the middle of the table as the starting tile.
4. Create a draw stack of 12 Night tiles. This must be composed of 7 Sky tiles and 5 Fireworks tiles. Mix this stack up well, then reveal the top tile and place it beside this stack.
5. For your starting hand of 3 Night tiles, choose 1-3 Fireworks tiles based on your chosen difficulty level, taken from the tiles that are not in the draw stack, then complete your hand with Sky tiles. Return the unused tiles to the box.



6. Twilight Sparkle is recommended as your first Friend card in solo play. You may choose any Friend in future games as long as they have the solo  icon in the bottom right corner.

If you'd like to use Pinkie Pie in solo mode, you must pair her with another solo friend as denoted by the **+** symbol (*having two Friends around makes anything achievable!*)

7. You begin the game with a Twilight Sparkle Lantern card, while Moon Dancer receives 1 Lantern matching the left and right sides of the starting tile.
8. You also begin the game with 1 Mooncake token, while Moon Dancer does not.

— PLAYING THE GAME —

Your turn order is as follows:

1. **"Befriend" a Friend card** (*optional*)
2. **Make a Dedication** (*optional*)
3. **Count Lanterns** (*required*). You must check if you have more than 12 Lanterns, then discard down if you need to.
4. **Place a Tile** (*required*)

Moon Dancer then takes her turn:

1. **"Befriend" a Friend** (*required, if able*)
2. **Make a Dedication** (*required, if able*)

Use the following rules when placing tiles:

1. Whenever you place a tile, you'll take your Lantern cards first, then place the Lantern that would be distributed to the left and to the right players in a 4 player-game in front of Moon Dancer.

Twilight Sparkle gains 1 Rainbow Dash Lantern for the match, and 1 Rarity Lantern for the side facing her. Moon Dancer gains 1 Starlight Glimmer Lantern and 1 Rainbow Dash Lantern for the left and right tile sides.



2. Moon Dancer does not have a limit to how many Lanterns she can have in front of her, whereas your limit is 12 Lanterns before you place your tile (but after making any Dedication on your turn).

The difficulty level chosen before play determines how many Mooncakes both you and Moon Dancer will take:

Friend (easy):

Moon Dancer never receives any Mooncake tokens.

Important: Moon Dancer only receives a single Mooncake token when you match with your Fireworks tile from your hand, but **does not** gain 1 when you match an existing Fireworks tile with your Night tile from your hand. She'll also only ever receive 1 Mooncake even if you receive multiple Mooncakes on your turn.

Mentor (normal):

Whenever you place a Fireworks tile from your hand and receive a Mooncake token for matching, Moon Dancer will also receive 1 Mooncake after you.

Princess (difficult):

Each time you receive a Mooncake token, Moon Dancer also receives a Mooncake token immediately after you.

Moon Dancer's Turns:

On Moon Dancer's turn, you must check to see if Moon Dancer can use the Friend's ability to make a Dedication this turn. If she cannot, she will not spend her Mooncake tokens.

If Moon Dancer is able to make a Dedication, she will always do so. She will always take the highest scoring card that her Lanterns allow, using the Friend's ability if needed. If there is a tie for Scoring Values, she will choose the Dedication requiring the fewest Lanterns. To complete the Dedication, she will use the Lantern cards that she has most of, then most leftover in the Supply. You will then help her make any choice, if at all required.

Both you and Moon Dancer may make generic Dedications, if required.

When playing with the following Friends, please be aware of the following rules:



Twilight Sparkle: Moon Dancer will exchange a Lantern that she doesn't need for a Dedication for a Lantern she requires right now. She'll choose the Lanterns that are most available in the Supply, if there are choices for both.



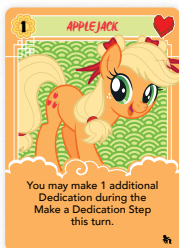
Flutterdash: Moon Dancer will gain 1 Lantern she needs for a Dedication, choosing one that is most available in the supply, if there's a choice.



Rainbow Dash: Moon Dancer will not swap a Lantern to you that she needs for making a Dedication this turn, and she'll take a Lantern she needs for the highest-scoring Dedication possible.



Rarity: Moon Dancer will ignore a Lantern of the type most available in the supply.



Applejack: Moon Dancer will always make another Dedication if she's able to, choosing the highest points possible. If there is a tie, she'll make the one with the fewest Lanterns required.

— GAME END —

After you place the final tile and resolve Moon Dancer's turn, both you and Moon Dancer can both Befriend a Friend and make a Dedication for your final turns.

Moon Dancer wins outright if the score is tied at game end.



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